



Miniature Football Coaches Association

Tournament of Champions

Rule Book

2013-14

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1 The Field

1.1 The Field

1.1.1 Boards from all manufacturers past or present are allowed starting at model 620 and larger. All boards will be inspected and approved by tournament officials. Turney organizers reserve the right to choose their Championship Board.

Definition: A “Monster Field” is any field with an inbounds (area inside the white boundary) playing surface equal to or above 60” x 26.5” (inches) with a scale of 1 yard = $\frac{1}{2}$ ” or greater.

1.1.2 Fields must operate properly with a smooth consistent speed that does not cause the players to fall down excessively.

1.1.3 The field must be level and free from obstructions that protrude to cause a player to change direction.

1.1.4 It is the responsibility of the MFCA TOC organizer to insure all fields work properly and are consistent with the aforementioned specifications and free from hazard that would cause electric shock or electrocution to any coach using the board.

1.1.5 Any board with frayed wires or improper electrical connections will not be used. If any coach finds a game board in a condition that is unsafe or not within the MFCA TOC game board standards a tournament official should be alerted immediately so the board may be repaired or removed from the tournament playing area.

1.2 Goal Posts

Official MFCA Specifications:

Spacing: 4” opening or foam core board that is 4” wide.

Crossbar: 1 7/8” from field to top of crossbar.

Uprights: Uprights must be at least 2 feet tall.

1.2.1 Homemade goal posts must be to scale. The home team must provide goal posts that correspond with their field and must be approved by tournament officials at check-in. The tournaments organizers shall be responsible for supplying the proper goalposts at their respective tournaments. The MFCA will provide the goalposts at the TOC Championships.

1.3 Yard Markers and 10 yard-chains

1.3.1 If not provided by tournament organizers, the designated home team is responsible for providing the yard markers and 10-yard chain for their field. Before a game can commence, there must be a verbal agreement between the two coaches who will be responsible for moving both the yard markers and the 10-yard chain.

1.4 Board Speed

1.4.1 The two coaches must mutually agree on the speed of the board. If 2 or more players fall down consistently throughout the game than a third party, mutually agreed upon, will determine whether the board speed selected by the two coaches is at an acceptable level.

1.4.2 Opposing coaches should agree on the board speed prior to the start of the game. If they cannot agree, the referee or tournament official will set the proper speed.

2 The Ball

2.1 The Ball

2.1.1 Miggle, Tudor or Buzzball foam and felt footballs and other balls of a similar size are allowed. Oversized (“Big Pill”) footballs are not allowed, which includes the EFDW balls. Any questions regarding the eligibility of a ball should be brought to the tournament officials for review and approval.

2.1.2 Buzzball magnetic balls and pass placement sticks may be used.

2.1.3 The new “Ball on a String” equipment may be utilized, please reference pass simulation.

3 Players and Equipment

3.1 Weight restriction: Player maximum is 4.0 grams (including base).

Lead tape and putty are the only pre-approved materials for use in getting your men up to the 4.0 weight.

Lead tape may be used under the platform of the man. (Between the platform and base) or under the base.

Putty may also be used, but only under the base.

Make sure that all weights are secure. Any weight of any type that falls off from under the platform or base is eliminated and cannot be reapplied.

Metallic paint and metal pins may be used to paint or stabilize custom figures on their platforms. Under no circumstances shall metallic paint, metal devices, or magnets be applied on the base of a figure.

NOTE: The coach of the team under inspection must declare the metal element to the inspector and its location on the figure prior to detection.

If during team inspection a figure is picked up by the inspection magnet, it will be the tournament inspection official’s determination as to whether the figure passes the magnetic inspection. For instance, if a figure is attracted to the inspection magnet and not the base, then the figure will be allowed. If the base is the main point of attraction to the inspection magnet then the figure has failed inspection and is disqualified. The coach may not utilize that player at any time during the tournament.

Weight can be added underneath, the base as long as it doesn't interfere with player mobility or cause any foreign substance or residue to be left on the field. Only non-stick putty may be used underneath the base. Any use of said substance that causes a player to stay immobile, become anchored, or interfere with another players ability to move freely will be cause for immediate removal of said player for the duration of the game. Any subsequent issues thereafter, during the same game, will be cause for forfeiture of the game by the coach in question. Use extreme caution when choosing the type of material to weight your players. You may email the MFCA at coach@miniaturefootball.org to pre-approve any substance in question.

3.2 Players

3.2.1 Players from all manufacturers past or present are allowed. Any custom pose created from any of the above figures in accordance with the provisions listed in 3.1 and 3.2.2 is allowed. Any figure can be ruled ineligible if it is determined to interfere with fair game play.

3.2.2 The figures mentioned in 3.2.1 can be manipulated to create custom poses providing they are not disproportional to the figure. All questionable figures will have their eligibility decided by the commissioner. Furthermore, said questionable figures will not be allowed for game play until the ruling by the commissioner is rendered.

3.2.3 Mobile and Stand Still Quarterbacks

Standstill and mobile QB figures must be in normal QB pose, running, passing, under center, etc. Down lineman poses (3 or 4 point stance) may not be used for standstill or mobile QB's.

All current production PQB's are approved for TOC play including G-Force TDQ, Carl Coley "Superman Flutie" QB (SFQB), Footballfigure.net "Gamechanger" QB and all Tudor Games/Miggle TTQB's. However, if any mobile PQB starts off as a running QB, he must remain on the field until the completion of the play, including attempting the pass if that is the play. He may however, be replaced temporarily by a stationary QB, but then must make the pass attempt. The knob or trigger in the back of the player will be considered as part of the base for contact purposes since it protrudes away from the player. It cannot interfere with "base" contact.

3.2.4 Arms Extended Figures

Extended figures are figures that have any portion of both arms that extend to the front edge of their base or beyond. Additionally, any figure with more than one appendage extending to or beyond a side or rear edge of their base will be treated as an extended figure. Extended figures may not extend greater than 5/16th of an inch outside of the figures base.

The maximum distance a cover corner's hands can be extended beyond its base is 5/16th inches.

The maximum width a cover corner's hands can be apart from each other is 5/16th inches.

3.2.5 Guard Figures (Blockers)

Guard figures are those figures which have both arms folded at the elbows with the forearms and hands connected to the upper arms. These figures cannot be interlocked at any time on the offensive line. There must be at a minimum ½ the length of a base spacing between each lineman.

3.2.6 Custom Figure Poses

The players can come in any action pose, providing he has all of the following intact:

- (a) Two arms
- (b) Two legs
- (c) One head
- (d) One torso
- (e) at least one foot of the figure must be affixed to its platform.

NOTE: Custom Figure Poses can increase a figure's height from its original form as long as it meets the prescribed height standards in 3.2.7.

3.2.7 Height of players

Definition: The height of any players (helmet) can be no taller than 1-7/8" (the height of the Triple Threat QB) from the field to the top of the helmet (while the player is on the base). Figures must have at least one foot on the base of the figure's platform.

3.2.8 Players numbers/Uniforms - Players must be affixed with numbers on both sides of their jerseys to distinguish them. If numerals are not affixed to both sides of the jersey, that player(s) is ineligible for game play. The League Officials, on a case-by-case basis, may grant waivers. Reminder: NFL numbering systems will be used to determine player eligibility. Players recreated prior to initiation of NFL numbering system (pre 70's), will be honored.

Figures that are not painted to match the uniform of the figures fielded in the game by a team/coach are not permitted on the field; this includes stationary figures. The "Passing QB" (PQB) or "Kicker" is the only exception to this rule.

3.2.8.1 Passing Quarterback (defined further in this rule set as a PQB) includes any manufactured quarterback such as the Tudor/Miggle TTQB, G Force TDQ, the FootballFigure.net Game Changer QB and the Carl Coley Superman QB, may be used for passing in lieu of Ball on the String (BOS) and or Pass Placement equipment ("sticks").

3.2.9 Roster Size and Uniform Color

3.2.9.1 Maximum roster size for a coach's team is 60 players, including TTQBs, TDQs, PQBs and Kickers.

3.2.9.2 Dark Jersey's should be worn to represent the offensive team

3.2.9.3 White Jersey will be used for the defensive team.

3.2.9.4 For kick-offs, the kicking team will use white jerseys and the kick return team will use dark jerseys.

3.2.10 Referees

Referees from any recognized manufacturer or custom, are allowed on the field during the game. The referees are to be placed on bases to keep them from falling over. The referees may be used to spot players when adjustments must be made during a play from scrimmage. The switch may be turned off and the referee can be moved out of the way in the event a player is going to run into the referee or does run into him.

3.3 Bases

3.3.1 All bases, from all manufactures, are allowed with exception to any bases that prohibit proper spacing i.e.; Giant Tudor bases made prior to 1967 and any similarities produced by other manufacturers.

3.3.2 Prongs may be altered on bases, but the outside of the base may not be altered in any way. Subject to review by the commissioner

3.3.3 Bases may not be altered as to increase their height from the original form.

3.3.4 Bases must remain on the player during the game and cannot be changed.

3.3.5 Magnets, nuts or bolts cannot be added to a player's base at any time, which includes a non-moveable QB. Only lead tape or putty (per rules in section 3.1) may be used to help the player make weight.

3.3.6 Boat bases are allowed at any position except for the offensive and defensive lines.

3.3.7 No chemical alterations are allowed to any base.

3.3.8 No Frankenstein bases. Frankenstein bases are bases that have a portion of one base cut off and applied to another. For example: A section including the prongs cut from a speed type base and glued under a boat base platform.

3.4 Inspection

3.4.1 Prior participating in a TOC Tournament, all coaches will have their teams inspected by the designated inspecting tournament official(s).

3.4.2 The tournament official shall ensure that all offensive and defensive players not exceed a weight of 4.0 grams with no magnetic material affixed to a base. The tournament official will utilize a magnet for inspection of the bases. If a base adheres to the magnet the player is disqualified from entry into the tournament. If the figure has metallic material, such as paint or metal pins for stabilizing said figure, then the figure shall be allowed if the head coach confirms that there are pins or metallic paint in the figure prior to inspection.

3.4.3 Any player that is deemed ineligible, for any reason, can be offered up for appeal to the tournament officials for a final ruling. The final determination will be made by the MFCA/TOC Officials and is binding throughout the tournament.

4 Timing / Pivots & Motions (Advanced Pivots)

4.1 Length of Game

4.1.1 Each game will be played in a specific amount of time utilizing a running clock divided into two halves. For example, each half may be 30 minutes long. The clock will run continuously until the half is completed. Neither team will have any timeouts or any means to stop the clock. At the end of each half, should the offensive coach have his offensive line set, prior to the clock running out or having declared his intent to kick a Field Goal, then there shall be one more play.

4.1.2 The Tournament official(s) will determine the length of the game time for pool play and extend game time for the final 8 and championship game to facilitate the entire tournament period of play during the weekend's events.

4.1.3 It should be the objective of each TOC Organizer to have the tournament completed by 1:00PM on the last day to allow coaches sufficient time to safely arrive home.

4.1.4 Set up clock

4.1.4.1 A set-up clock will be used for both offense and defense. The offense is allowed 40 seconds once the teams are separated to complete their set-up and must say "Set" upon completion. The defense has 10 seconds once the offense says "Set" to complete their set-up and must also say "Set" upon completion.

As an example, if the offense only takes 20 seconds to set-up and call "Set" the defense would have only their additional 10 seconds for a total of 30 seconds to set up. NFL penalties (Delay of Game) apply for failure to set-up in a timely fashion.

4.2 Time for Change of Possession

4.2.1 There will be a 1 minute change of possession clock following kick-offs, punts and missed field goals. After the 1 minute has elapsed the game clock will start.

4.2.2 Following a scoring play (TD, field goal or Safety) and prior to the kick-off there will be a total of 1 minute for both teams to having their kicking team set. In this case there is no 40 second play clock.

4.2.3 Within the last 3 minutes of each half either team has the option to run a kickoff in a "hurry up" fashion in the following manner:

1. The declaration for "hurry up" is made by the kicking/receiving team prior to setting any player.
2. Upon completing the setup of the players during the "hurry up" the coach who declared the hurry up says. "Set"!
3. The opposing coach then has 15 seconds to complete their setup and must say "Set"

NOTE: The opposing coach can say set regardless to whether or not he/she has enough players on the field.

4. The play commences.
5. If the opposing coach does not say "Set" then one play is added after time has expired.

NOTE: Not more than two plays can be added to the end of any half if the opposing coach (not running the hurry-up) refuses to set-up within the hurry-up offense in the last three minutes of a half.

- a. At each refusal to abide by the hurry-up set-up times; one play shall be added to the game after time expires, not to exceed two plays.
- b. Example: Coach A runs a hurry-up in the last three minutes after a change of possession, Coach A sets up inside of 25 seconds, coach B is not set 15 seconds after Coach A declares set, one play will be added after time expires for Coach A. The coaches will then resume set-up clock at the 35/45 second interval. If Coach A is still in the Hurry-up on this play and Coach B is not set up within his 10 seconds, another play shall be added after time expires for Coach A. Coach A cannot have more than 2 plays added after time expires.
- c. Refer to the scenario in 5c above, if Coach A has received extra plays, if Coach A commits a turnover prior to expiration of the game clock the extra plays will be removed at the moment of the turnover and shall not be added.
- d. Again, refer to the scenario in 5c above, if Coach A has two extra plays and on the commencement of his first added play after time expires, Coach A commits a turnover, then the second play is removed and shall not be played.

4.3 Pivots, Motions (Advanced Pivots), and Substitutions

4.3.1 You are allowed two pivots, or one pivot and a motion on both offense and defense. The defense can match the offense but not exceed them when making their adjustments. For example, if the offense makes one pivot, then the defense can only make a pivot. If the offense makes no Pivots / Motions, then the play starts with no further adjustments

4.3.2 Each coach has 10 seconds to make any pivots or motions. Offense goes first, and then the defense counters.

Definitions for 4.3:

Pivots:

1. To turn the player on his axis from the rear of the base. You cannot lift the player.
2. If you have a TTC dial it can be turned blindly without lifting the player.

Motions (Advanced Pivots):

1. Moving the player from one place to another (slot to backfield etc.).
2. To lift the player up and adjust the TTC dial visually (player need not be moved from one place to another).
3. Turning the player from the front of the base (changes the angle as if you were actually moving the player).

QB Substitution

A mobile QB can be replaced with an immobile QB under the following 2 circumstances:

- (1) Upon the initial set-up of the offense and defense and after the defense calls set, the offensive coach may simply substitute a mobile QB with an immobile QB during their pivot phase. This does not count as a pivot.
- (2) After all pivots have been made.

Stationary Safeties

Up to two stationary safeties may be placed on the field. The equipment restrictions for a stationary safety are similar to that of immobile quarterbacks. The safeties must be placed down no less than 15 yards from the line of scrimmage. They shall be deployed in the following manner:

1. A maximum of 2 players can be set on stationary bases.
2. Magnets or any adhesives cannot be used to hold stationary safeties in place. Felt or another weightless material or a prong less base is allowed.
3. Stationary safeties must also meet with current TOC weight and dimension requirements. They count towards your total of 60 players maximum. They must also be painted in keeping with your team colors and numbered on the front and back of the jersey.
4. During a possession, the stationary safeties cannot be used once the offense gets inside the defense's 15-yard line.
5. When using stationary safeties the mobile safeties that will replace the stationary safety/safeties must be on the board facing the back of the end zone they are defending. That way they do not disrupt the play. Make sure the safeties are on opposite sides of the end zone so it is easily identified which safety plays the left and the right side of the field.
6. The defensive team must have their stationary safety(s) on the field of play with the mobile safety(s) aligned as stipulated in item five prior to the expiration of the defensive setup clock. If the defensive clock expires without this requirement being met the following applies:
 - a. If the mobile safety(s) are on the field without the stationary safety(s) in place then the play is initiated with no further action
 - b. If the stationary safety(s) is placed on the field without the mobile safety(s) in their designated area the safety(s) shall remain stationary. They eligible to make tackles, intercept the ball etc. If a stationary player intercepts the ball without a mobile player declared the play is dead at that point of the intercept.

5 Plays From Scrimmage

5.1 Start of Game/Coin Toss

5.1.1 All games are to begin with a coin toss. The visiting coach will call "Heads" or "Tails" while the coin is in the air. The winner of the coin toss has two options:

(a) Elect to receive the opening kickoff

(b) Elect to kick off

5.1.2 The team that lost the coin toss gets to select the end zone they wish to defend for the first half.

5.1.3 The team receiving the kickoff to open the game will kick off to begin the second half.

5.1.4 Before the snap of the ball the Offensive coach must declare “run, pass, or quarterback option”. The call must be made within 10 seconds after the defense is set.

5.1.5 The ball carrier is considered tackled when any part of its base touches an opposing player’s base. This is referred to as “Any Touch” tackling.

5.2 Position of the Offense Players at the Snap

5.2.1 The offensive team must have the following in their formation:

(a) No more and no less than seven players on the line of scrimmage at the snap.

(b) All players lined up outside of the tackles must be no farther than 5 yards from the line of scrimmage at the snap.

(c) All guards, tackles and tight ends must be at least 1/2 yard behind the center and no more than 1 yard.

CLARIFICATION: The front of the base for the guards and tackles must be $\frac{1}{2}$ yard from behind the front of the center’s base.

(d) Offensive linemen minimum spacing is $\frac{1}{2}$ base length (width) between bases. No portion of the figure or base may touch. Maximum spacing for linemen is one base length of a Proline flat front base.

Definition of “base width and length” for simplicity throughout the rule set is defined in inches as being equal to 1 inch long x $\frac{3}{4}$ wide. i.e. a $\frac{1}{2}$ base width is equal to $\frac{3}{8}$ inch

(e) The QB can be positioned under the center or up to a maximum of 15 yards from the line of scrimmage. Some portion of the Quarterback’s base must be within 15 yards of the LOS at the start of the play. For Monster Boards this measure will be a maximum of 10 yards

Definition of “In Shotgun” means: The QB is at least a full base length from the back of the centers base.

(f) Running Backs position - See Running Rules 5.4

5.3 Position of the Defensive Players at the Snap

5.3.1 The Defense is set up with a 1 yard neutral zone at the LOS. The defense can set up in any formation with the following exceptions.

(a)The defense will only be allowed to stack up to 2 players deep. You could conceivably have 5 pairs of stacked players on the field. Any additional players behind these two must be at least 5 yards back.

Definition of “stacking”: Any player with any portion of the front of its base directly lined up against the back of the base of the player in front of it.

(b)Stationary safeties (refer to section 4.3 – Stationery Safeties)

5.4 Running Plays

5.4.1 A QB must remain at some point behind the center prior to the start of the play.

5.4.3 The quarterback may never be the lead blocker ahead of the ball carrier on any run play that goes into the offensive line. If the Quarterback acts a lead blocker for the ball carrier then it is illegal procedure and results in a 5 yard penalty and loss of down. The quarterback may only plunge into the offensive line as the third back in a short yardage situation (reference rule 5.4.9)

5.4.5 In order for a running back to carry the ball; if the QB is under center, the front of the designated runner's base must be behind the back of the quarterback's base. If the QB is in the shotgun, the runner can be even with the front of the QB's base.

5.4.6 Two backs can run in the same direction at any time as long as the third back is turned away from the play.

5.4.7 The QB can run into the LOS as a ball carrier but he cannot be pushed by another offensive player. If this occurs, it will be a 5-yard penalty with loss of down.

5.4.8 The QB can start the play running backward toward his own end zone but on his own turn up field and run (i.e. bootleg or roll out). If the QB runs and his base is completely twenty yards behind the LOS (15 yards on a Monster Field), the play is dead AND the offense takes the twenty-yard loss.

5.4.9 Only 2 players can plunge into the line on any given play unless there are 2 yards or less for a first down or touchdown, then three may plunge.

5.4.10 QB Options:

NOTE: The QB has the option to Pass (see below), Pitch, or Keep. After both coaches have completed their formations and audibled the offensive coach will declare "quarterback option".

Should the QB opt to Keep, the rules regarding Running Plays will be fully enforced (see above). The following additional defensive options are available:

- A. The stationery safety/safeties can be replaced prior to the switch being turned on but they cannot be adjusted or pivoted towards the ball carrier.

Should the QB opt to Pass, the rules regarding Pass Plays will be fully enforced (see below in later section). The following additional defensive option is available:

- A. The stationery safety/safeties cannot be replaced with the mobile safety/safeties until the pass is completed.

Should the QB opt to Pitch, the following conditions must be met:

1. To pitch the ball there must be a clear path between the player who is pitching and the player who is to receive the pitch (the receiver).
2. No opponent's player(s) or team mate(s) base or appendages can be within the projected path between the pitchers and receivers bases.

3. Neither the QB nor receiver may have touched the LOS or ran out of bounds.
4. Neither the Pitcher nor Receiver can be engaged by an opponent's player(s).
5. The Receiver must be even with or slightly behind the QB's base (most down field portions).
6. The receiver must be within two base lengths (measured base to base) of the QB to receive the pitch.
7. If the intended receiver is more than two base lengths behind the quarterback, you cannot pitch the ball or throw the ball to that player (NO Laterals).

***All pitches are automatic (you do not have to throw the ball for the pitch). ***

5.4.11 Executing the quarterback Option Keeper

- A. The play starts with the quarterback or wildcat with the ball. After the initial stoppage the offense has 5 seconds to declare Pitch or Keep, if the offense keeps the ball the switch is turned over to the defensive coach. The quarterback must keep the ball when the following occurs:
 1. If the quarterback comes into contact with an offensive lineman
 2. If the quarterback plunges directly into the line of scrimmage.
- B. If the offensive coach allows the quarterback to cross the line of scrimmage on a declared option without making a decision to Pitch or Keep within 5 seconds of the initial stoppage the ball is dead at the line of scrimmage.
- C. If the quarterback's base Completely crosses the line of scrimmage the after the initial stoppage it is a 5 yard penalty from the previous spot (see Rule 5.5 .9)

NOTE: If the Quarterback 's base is touching any part of the line of scrimmage at the stoppage, if he has not CROSSED the line of scrimmage, therefore the pitch is still an option.

5.4.12 Executing the Quarterback Option Pass:

- A. The play starts with the quarterback or wildcat with the ball. Within five seconds after the field is turned OFF, the offensive coach declares pass.
- B. The pass clock starts and the pass is attempted.
- C. If the pass is completed all unengaged players are adjusted. Stationary players that are engaged can be replaced, but not adjusted.

5.4.13 Executing the Quarterback Option Pitch:

- A. Declares (by jersey number) the receiver of the pitch
- B. The defense may only adjust unengaged stationary safeties when the ball is pitched. Engaged safeties can be replaced but not adjusted.
- C. Offense then hands the switch to the defensive coach; then,
- D. The play runs to its conclusion.

NOTE: The ball will be marked at forward progress for the offense. You must turn off the switch to end the play. If you leave the switch on AFTER a tackle then forward progress continues, even if he scores! (Dragging the ball carrier).

5.5 Passing

A coach must choose Pass Simulations or Passing Quarterback (PQB) at the start of the game and must use the method chosen for the entire half. The coach may elect to switch to the alternate method of passing at halftime. If the coach chooses to switch methods from the first half, he must notify a Tournament Official of his intent to do so. If this is not done, the same method as the first half must continue.

5.5.1 Eligible Receivers

A forward pass is the forward movement of the ball to an eligible receiver. Eligible receivers are tight ends, wide receivers, running backs and quarterbacks who are either lateral with or downfield from the quarterback at the time the pass is to be executed.

5.5.2 Eligible receivers are those who are numbered 1 - 49 and 80 - 89. Those who are numbered 50 - 79 and 90 - 99 are considered ineligible receivers, but may become eligible by notifying the referee and opposing coach and then lining the player up in an eligible position.

5.5.3 All players that remain inbounds and unengaged at the time of a pass are declared eligible.

5.5.4 Out-of- bounds Receivers: Are ineligible once identified. It is very important to make the declaration prior to the player being identified as the “intended receiver”. This will avoid interfering with the timing of the pass. If there is a dispute, with no third party to confirm one way or the other, then a coin (offense heads/defense tails) will determine eligibility.

5.5.5 The offensive coach must identify his intended receiver by number or name; verbally calling out the number or pointing directly at the receiver prior to the pass attempt.

5.5.6 From the time the switch is turned off, the offense has 20 seconds to complete the pass. The referee or defense will run the 20-second clock. If the ball is not thrown to the intended receiver by the time the 20 seconds has elapsed, the pass is incomplete.

5.5.7 For pass attempts the PQB shall be placed in the same space occupied by on field quarterback. After completion of the pass (or interception) the PQB will be replaced at the same spot with the original QB.

5.5.8 During the running of the board on a pass play, if the QB falls over, he is still considered live and can attempt a pass. As soon as the QB falls over the board must be turned off. The QB can be sacked in this situation as well.

5.5.9 If a pass was declared prior to the start of the play and any part of the quarterback’s base advances past the line of scrimmage prior to the initial stoppage, it is considered an illegal forward pass resulting in a 5 yard penalty & loss of down.

5.5.10 If a pass is declared prior to the start of the play and the quarterback does not go past the line of scrimmage then the quarterback can attempt a forward pass from the pocket, or run without being pivoted. In the case where the QB will then run with the ball; the defense is not allowed to make any adjustments and the defensive coach will then control the switch for the duration of the play.

5.5.11 Receivers behind the Line of Scrimmage: You may now utilize a modified “**Turn and Burn**” option if you throw to a receiver still behind the line of scrimmage. Upon successfully completing a pass to an eligible

receiver behind your line of scrimmage, you may opt to angle him up field or any direction you choose. You have 10 seconds to do so. Afterwards, the defense gets their normal 20 seconds to adjust to the receiver.

Definition: "Turn and Burn" – in electric football, the phrase "Turn and Burn" means that a completed pass has been made to a receiver and the offensive coach may then turn the receiver upfield in the direction he wishes the receiver to run. The term "burn" implies that the runner will then run (burn) upfield (after the switch is turned back on) as intended by the coach to the play's conclusion.

5.6 Pass Completion

NOTE: Passing is to be done without the interference of your hands with the players on the field. It is your responsibility to not interfere with the players, as they are, on the field. If you touch any player (offense or defense) on the field while passing the ball it is automatically incomplete.

5.6.1 A PQB pass is complete when the ball is thrown to an eligible receiver and hits the player or his base directly without hitting the playing field or another player first. It is up to the referee to determine if a pass is completed or not.

5.6.2 A receiver, who is eligible, may catch a ball if he is unengaged with a defender. If the pass is not completed to the intended receiver and hits another eligible receiver the ball will be down at that spot and further forward progress is not allowed.

5.6.3 After completion of the pass, the defense has 20 seconds to adjust all unengaged players. The offense can make no adjustments.

NOTE: In pass simulation all adjustments are made once the stick and ball are down. In this case the defense has 20 seconds to make adjustments.

5.6.4 Ineligible receivers

5.6.4.1 In the event the pass hits an ineligible unengaged offensive player (OL) first, a 5-yard penalty will be assessed on the offense from the previous spot plus loss of down. Hitting an engaged OL first will be just be considered an incomplete pass. An engaged lineman (OL) is defined as base to bases or any body parts touching.

5.6.4.2 In the event the pass hits an engaged defensive player first, it is considered a knock down, not an interception. This includes safeties and cornerbacks downfield engaged with an offensive player, since an engaged WR is also considered ineligible.

5.7 Interceptions

5.7.1 A PQB pass is intercepted whenever it hits any unengaged defensive player first while in the air. In the event the ball is intercepted, the defense is allowed to run the ball from the point the interception occurred. The Defense will then have 20 seconds to adjust all unengaged players to block. The defense will then pivot the player who made the interception in any direction they choose within 10 seconds. The team who threw the interception will have 20 seconds to adjust all unengaged players to tackle. And the offense, which is now playing defense, will control the switch.

Summary of events upon an interception:

- a) **Defense** has 20 seconds to adjust all unengaged players
- b) **Defense** has 10 seconds to adjust the intercepting player
- c) **Offense** has 20 seconds to adjust all unengaged players
- d) **Offensive** coach runs the switch until the play ends

NOTE: If a player intercepts the ball while on the ground (off his prongs) the player is down at this point.

5.8 Sacks

There are three situations in which a sack can occur:

5.8.1 A sack occurs when any part of a defensive player's base touches any part of the quarterback's base behind the line of scrimmage.

NOTE: If the QB has fallen, any part of the QB base and figure that is touched by a defender's base is also considered a sack. If not, then the QB can pass to any eligible receiver.

5.8.2 A coverage sack occurs when the switch is turned off and the quarterback is still inside the tackles (tackle box) and does not have an eligible receiver (unengaged) to throw to. Also, an unengaged receiver who is behind the QB when the board is turned off; is not an eligible receiver. The ball is down at that point. If the quarterback is outside the tackle box then he may throw the ball away.

5.8.3 The quarterback may drop back no farther than 20 yards behind the line of scrimmage (15 yards on a monster board). If his base completely exceeds the 20-yard distance from the line of scrimmage, it is considered a coverage sack and the quarterback may not throw a pass. He is considered down at that point beyond 20 yards. The sack yardage cannot exceed 20 yards under these circumstances.

Further Clarification:

- a) *If a defensive player's base makes contact with a stationary QB and then falls over, it is still considered a sack. A broken tackle rule cannot apply since the QB is stationary.*
- b) *If the QB was rolling out and makes contact with a defender and that defender falls over due to the impact, then it is considered a broken tackle and the QB may pass or run. If they both fall over after that contact, it is only a sack. The defender must remain standing for a fumble determination.*

5.8.2 Safety

A safety is worth 2 points. The following actions will result in a safety:

- a) When a defensive man tackles an offensive ball carrier in the offensive ball carrier's own end zone.
- b) When any portion of an offensive ball carrier's base crosses the back of the end zone or out-of-bound lines in the end zone.
- c) When a QB exceeds the 20 yards drop-back barrier while in his own end zone. (15 on Monster Boards)
- d) When the QB's base is completely in end zone, within the pocket on a mobile base and no receivers are eligible for a pass. The results in a coverage sack in the end zone which is also a safety.
- e) After a safety, the team surrendering the safety will then free kick from their 20 using the same rules as if

they were performing a regular kick-off. Both the kicking team and receiving team will follow the regular kick-off procedures as outlined in section 6.

5.9 Drop Back Zone

5.9.1 The quarterback may drop back no farther than 20 yards behind the line of scrimmage. (15 on a Monster Board) If his base completely exceeds the 20-yard distance from the line of scrimmage, it is considered a coverage sack and the quarterback may not throw a pass. He is considered down at that point beyond 20 yards. The sack yardage cannot exceed 20 yards under these circumstances, 15 on a Monster Board.

5.10 Quarterback Set-up

5.10.1 The QB can't set up any deeper than within 15 yards from the line of scrimmage. (10 on a Monster Board)

5.11 Pass Simulation

NOTE: If you use pass simulation you are responsible for supplying the equipment necessary for the process. The equipment can be purchased through the MFCA or other vendors.

5.11.1 Ball on a String (BOS) may be used as an alternative to the magnet ball as a target for Pass Simulation. You also must provide your own equipment which must be checked by officials at check in. All set-up and eligibility rules apply prior to the start of play.

5.11.2 Once the switch is turned off, the offensive coach will then point to and /or state the player's number to which the pass will be attempted within 10 seconds.

5.11.3 The coach will then measure the distance (center of helmet to center of helmet) from the quarterback to the intended receiver. This must be done within 20 seconds.

5.11.4 Original Buzzball measuring rules apply. Helmet to helmet measuring stick is $11 \frac{1}{4}$ " long overall with one half red ($5 \frac{5}{8}$ ") and the other half white ($5 \frac{5}{8}$ "). Ball placement sticks: The shortest distance is Red ($1 \frac{11}{16}"), intermediate is white ($3 \frac{3}{8}$ ") and long distance is blue ($5 \frac{1}{8}$ ").$

5.11.5 Once the distance has been determined the offensive coach may pivot the intended receiver only. The offensive coach now places the appropriate passing stick on the field with one end making base contact with the intended receiver's front portion of the base and between the front corners. The passing stick may be angled in any desired direction from that point so long as the passing stick remains in contact with intended receiver's base as previously described and does not cause the eventual placed ball to make contact with any player. If the sticks cannot be placed flat on the field, a tourney official will handle the entire stick and ball placement procedures.

5.11.6 The referee or offensive coach will next place the PS or BOS ball on the field so it contacts the opposite end of the passing stick. The closest point of the ball is centered on the end of the stick, and closest point of the ball is facing the quarterback to simulate a spiral pass from his direction. The offensive coach will have 20 seconds to complete these steps. The defensive coach will now have 20 seconds to pivot all unengaged players.

5.11.7 The defensive coach may now pivot any unengaged players to either make an interception attempt or to make a tackle on the receiver after the catch. From this point on no players may be pivoted to resolve the play unless the pass is intercepted (see Interception). The referee or offensive coach takes control of the switch and turns the board on until the pass is determined to be caught or incomplete.

NOTE: See Pass Interference Section Below. Eligible Receiver: Pass Simulation – The identified receiver.

5.11.8 Catch: After the ball has been placed and the board tuned back on, any player who makes any unengaged base contact with the ball, before the play is over has caught the ball. If using the BOS, any part of the figure making contact with the BOS is a reception. This does not include engaged players. Ineligible receivers, Offensive linemen and the quarterback cannot catch the ball.

5.11.9 Completion: Pass Simulation any base contact with the ball constitutes a catch for all eligible players.

5.11.10 For BOS any figure contact with the ball constitutes a catch for all eligible players. Situations where it is not a clear completion will be treated the same as an unclear passes with the PQB (incomplete) and treated the same as an unclear tackle with respect to base contact (not a tackle). Additionally, and just as a PQB pass, the first player to make base contact with the ball has made the catch.

5.11.11 Once a pass is completed to the intended receiver the referee will make the call and remove the placed ball. The ball can be advanced after the catch if that receiver is still unengaged. In such a case the referee will turn the board back on to resolve the play. A pass is complete if an unintended receiver makes contact with the ball as described above before any other player but the ball cannot be advanced and is down at that spot. Simultaneous touching of the ball between offensive and defensive players is awarded to the offense as a completion but the ball cannot be advanced even if no base contact between those 2 players is made (ball sometimes keeps bases from making contact on simultaneous contact). Simultaneous touching of the ball between offensive players will result in having the catch awarded to one of the involved offensive players chosen by the offensive coach, with priority in favor of the intended receiver over all others. Simultaneous touching of the ball between defensive players will be awarded to one of the involved defensive players chosen by the defensive coach. Simultaneous contact between players from the offensive team can be advanced so long as the player awarded the catch is the intended receiver.

5.11.12 Incompletion: Pass Simulation – When the intended receiver goes past the ball, falls down or turns completely away from the ball then it is considered incomplete. If the intended receiver goes past the ball switch can be turned off immediately after the back of the base has gone past the ball. If the receiver turns away from the ball then the rear of the player's base must also be 5 yards away from the ball before the switch can be turned off. Once cleared the play is stopped. The offensive coach maintains control of the switch throughout this process. If the switch is kept running too long then the offensive coach is responsible for any result that should arise from such action.

NOTE: Any receiver other than the intended receiver must catch the ball before, not after, the intended receiver to be counted as a reception. Therefore, if you leave the switch on after the intended receiver has cleared and the ball is intercepted it shall be considered a turnover.

5.11.13 Interception: Pass Simulation - A pass is intercepted if any player on defense makes contact with the ball as described above before any other player on offense. After an interception the defense will then have 20 seconds to adjust all unengaged players to block. The defense will then pivot the player who made the

interception in any direction they choose within 10 seconds. The team who threw the interception will have 20 seconds to adjust all unengaged players to tackle. And the offense, which is now playing defense, will control the switch. Pass Interference: Pass Simulation - No unengaged player from either team may be pivoted to obstruct an unengaged opponent player's path to the ball without risking a penalty. Obstructing an unengaged opponent player's path to the ball constitutes pass interference if contact is made during play resolution unless it happens within one base length radius (incidental/free contact area) around the placed ball.

5.11.14 Running into the back of an opponent player's base does not constitute interference under any circumstances.

5.11.15 On offense, only the intended receiver can cause offensive pass interference. On defense, any unengaged defensive player can cause pass interference. Any base contact within a base length or less is considered to be incidental contact and is not a penalty.

5.11.16 The ball will be spotted at the point of the interference, automatic first down.

6 Special Teams

6.1 Kickoffs

6.1.1 The kicking team lines up at their own 30-yard line (considered their line of scrimmage). The receiving team begins their formation at the kicking team's 50 yard line.

6.1.1.1 For Monster boards, the kicking team will line up at the 50 yard line and the receiving team will line up at their 40 yard line with their second wave no closer than their 20 yard line. Hang-time for the kickoff will be no more than 4 seconds on monster boards. This is the only exception to the kick-off rules in this section all other rules apply where applicable.

6.1.2 The kicking team can align all 11 defenders on the line of scrimmage if they so choose. The receiving team may only have 5 players on the line of scrimmage. The receiving team's second wave of blockers can be lined up no closer than 20 yards behind their first line of blockers, (at their 30 yard line). The receiving team must tell the kicking team which player will be used to return the kickoff.

6.1.3 Prior to turning on the board the kicking dictates where the receiver will "catch" the ball in the endzone prior to the kick (4 seconds for monster boards reference 6.1.1.1.). The receiver will be located next to the goal line, but in the endzone.

6.1.4 The receiving team may opt to forgo the kickoff process and take the ball on their 20, but must announce this prior to setup of the kickoff play.

6.2. Hang time

6.2.1 Hang time: There will be a 3 second hang time on kickoffs (4 seconds for monster boards). The offense has 20 seconds to first set their kick returner and angle him for the return, then pivot all his unengaged blockers.

The defense then has 20 seconds to adjust all unengaged players.

NOTE: You can either return the kick or take it from your own 20 yard line after both coaches have pivoted.

6.3 Onside kicks

NOTE: Your team must be trailing in the game to attempt an onside kick. Onside kicks must also be declared prior to setup. Once the kicking team starts to setup they shall not be allowed to call onside kick.

6.3.1 For onside kicks, the receiving team can place all 11 of their players at the 50 yard line.

The kicking team must now designate a legal on-field player as their kicker. The kicking team will use a Kicker to sub for the legal on-field player and place that Kicker somewhere on and along their own 30 yard line (50 yard line for monster boards see 6.1.1.1. for monster boards) with a legal kicking ball ready to kick. The kicking team then gets 1 attempt to kick the ball. The ball must be kicked with the Kicker's kicking leg. Any part of the kicked ball must travel at least 10 yards, no more than 30 yards, and not travel out of bounds for the kick to be successful. If the kick initially travels 10 yards and then bounces back towards the kicking team without touching any player on the field, it is "live" where it comes to rest.

6.3.2 If the kicked ball fails to travel within the required distances it is the receiving team's ball at their own 30 yard line.

If the kicked ball travels within the required distances and makes contact with a player (base or body) on the receiving team, the receiving team has recovered the ball at that spot and the play is over. Contact with a player out of bounds is not a recovered ball as is a kick that went out of bounds (Ball placed on receiving team's 40 yard line).

6.3.3 If the kicked ball travels within the required distances, does not go out of bounds, and does not make contact with any player on the receiving team, it is a live ball. To resolve possession of a live ball after the kick the referee will replace the kicked ball with a PS ball (if available) in the same spot and in the same position on the field where the original ball was removed.

6.3.4 The kicking team must now remove the Kicker from the field and may replace it with their previously designated on-field kicker player. The receiving team's coach may pivot any players towards the ball within 20 seconds, followed by the kicking team 20 seconds. The tournament official then turns the board on to resolve the play. The board will remain on for up to 5 seconds or until a player from either team touches the ball with any portion of its base, designating a recovery and possession, and ending the play. If after the 5 second time limit expires and no player has recovered the ball, possession goes to the receiving team at the spot of the ball (closest part of the ball to their own end zone).

NOTE: No onside kick recovery may be advanced.

6.4 Extra points & Kicks

6.4.1 Extra Point 1 Point Conversion - These will be considered automatic in Tournament competition to move play along. Each TD is worth 7 points unless the coach opts to go for a two point conversion described below. If

a team goes for the 2 point conversion that fails their touchdown will only count as 6 points.. If the 2 point conversion is successful, the touchdown with conversion will count as 8 points (6 TD + 2 point conversion)

6.4.2 Extra Point: 2 Point Conversion - Two point conversions are worth 2 points. Two point conversions may be attempted after any touchdown. Following a touchdown, if the scoring team decides to go for a two point conversion, they must line up at their opponents 5 yard line and must line up no differently than any other play from scrimmage. The offensive team must score just as they do for any other touchdown for the conversion to be successful. If unsuccessful, only 6 points awarded for the TD.

6.4.3 Punts: Punts are automatic. Outside the 50 yard line the punt is 45 yards. Inside the 50 yard line is 35 yards. Any punt that lands inside the five yard line is automatically placed on the 5 yard line to ensure the offense can line-up properly. If automatic punts distance lands the ball in the end zone the receiving team will take the ball on the 20 yard line as the punt is considered a touchback.

NOTE: Punting is an option, not a requirement. You may elect to go for it 4th down anywhere on the field and at any point in the game. Understand that you control your team's destiny not the rules.

6.4.4 Field Goals: Field goals are worth 3 points. Field goals must be kicked with the Kicker. There are no fake field goals. Field Goals must be declared prior to setting up for scrimmage.

6.4.4.1 Field goals may be attempted on any down once the offensive team is within field goal range. Once a field goal attempt has been tried it ends that possession for the offensive team unless a penalty is called or there was an equipment or similar problem during that attempt. Those instances will be handled by the referee and/or event staff.

6.4.4.2 The maximum field goal attempt that can be attempted is 63 yards. The kicker must be lined up in the center of the field but may be angled. The front of the kicker's base must be 7 yards behind the line of scrimmage. This means that the line of scrimmage must be at the opponent's 46 yard line or closer to attempt a field goal. The Field Goal will now be attempted from the appropriate spot on the field unopposed. The kick must clearly travel between the uprights and over the crossbar for the attempt to be successful.

6.4.4.2 All field goal attempts will be kicked unopposed i.e. only the kicker will be on the field.

6.4.4.3 The board will be off during the kick unless using a Carl Coley automatic kicker where the board must be turned on for 1 second to activate the kicker.

6.5 Missed kicks

6.5.1 All missed kicks result in the defensive team obtaining possession of the ball automatically at the spot of the kick (7 yards behind LOS) unless that spot is less than 20 yards away from the defensive team's end zone. If that's the case the defending team will start their possession at their own 20 yard line.

7 Overtime

7.0 Overtime

7.1.1 Both teams will have 1 play from the 50 yard lines with the winner being determined by total points, or total positive yards whichever applies. However, the winner must have at least one positive yard.

7.1.2.1 **In Pool Play**, there will be a maximum of two OT attempts by each coach. Each TD = 7 pts, (No PAT or going for two allowed). Should neither team score or gain any positive yardage in either OT period, the game ends in a Tie. No points are added to either coaches regulation scoring.

7.1.2.2 **In the Elimination Rounds**, OT will continue until one coach emerges as the victor. Each TD is an automatic 7 pts. Should you decide to go for the two point conversion (Rule 6.4.2) then all rules apply.

7.1.3 Overtime Coin toss: The winner of the coin toss has the choice of possession or to defer. The opposing team gets to choose which side the field they wish to play.

NOTE: Both teams must go in the same direction on offense.

7.1.4 Games won in overtime by yardage will have 6 points added to their score.

8.0 Penalties

NOTE: Just because you do not see a specific penalty listed does not mean it will not be called. Below are the basics only. An official can make other calls not listed so long as they are not contradictory to the format.

8.1 Unsportsmanlike Conduct - 15 yards from LOS + warning. Repeated acts will cause immediate disqualification of the offending coach. We are here for fun. Please behave accordingly.

8.2 Trash talking- Any attempt to humiliate or assault your opponent will not be tolerated. If the referee, after first warning a coach, feels that talk is excessive, he will call an unsportsmanlike conduct penalty and mark off fifteen yards.

8.3 Abusive language- The goal of the League is to incorporate young people into the game of electric football. As men and women of this game, there is something to be said for a "clean mouth." Cursing will not be tolerated.

8.4 Arguing with the referee- A coach may dispute a call, but if he begins to get abusive toward the official, he will be flagged with an unsportsmanlike conduct penalty. If a second flag is thrown for this same offense (at the official's discretion) then the violator will automatically forfeit the game.

8.5 Spectator Interference-Spectators not involved in a game may not argue with or taunt a referee during his/her duties of refereeing a game. If a spectator interferes with a referee, taunts the referee during the game or after, the spectator will be removed from the tournament facility and the MFCA Board of Directors will conduct an inquiry into the member's status with the MFCA if an MFCA member is involved.

8.6 Offsides - 5 yards from LOS.

8.7 Delay Of Game - 5 yards from LOS

8.8 Illegal Formation - 5 yards from LOS.

8.9 Illegal Receiver - 5 yards from LOS (Ball caught by ineligible receiver). Unengaged offensive lineman

8.10 Illegal Pivot - All illegally pivoted players will be removed from the board until that play is resolved. All pivots (after the play has begun) are to be made from the rear of the base using an approved on-field ref, spotting device, or with assistance of an official.

8.11 Illegal Forward Pass - 5 yards from LOS and loss of down.

8.12 Illegal Stacking-5 yards from LOS repeat down.

9 Fumbles

9.0 Fumbles

9.1 A fumble occurs when the front of the base of a defensive player makes direct contact with either side or the front of the ball carrier that causes that player to fall over. Simply stated, the collision itself must cause the fumble.

9.2 . The player is considered knocked over (fumbled) if none of the prongs (brushes) are making contact with the playing surface.

9.3 It does not matter if the player is leaning on another player the determining factor shall be if there are no prongs (brushes) in contact with the playing surface.

9.4 Once a fumble is established a coin is flipped to decide possession (recovered). A soft 6 sided die may be used in lieu of a coin during a fumble. Offense is even numbers, Defense is odd numbers.

9.5 Heads is Offense and Tails is defense. The ball is considered down at that spot and cannot be advanced.

10 Broken Tackles

10.0 Broken Tackles

10.1 A broken tackle occurs when a defender falls down as a result of contact with the ball carrier. Simply stated, the collision itself must cause the tackler to fall down. The defender who fell during the tackle may not be placed upright and the play continues to its conclusion.

11 Fallen Players

11.0 Fallen Players

Definition: Fallen players are players that have all prongs off of the field. These players are considered fallen players and cannot make a tackle if they are still engaged with an offensive player (Pancaked). If unengaged and any part of the base comes into contact with the ballplayer then it is considered a tackle.

11.1 All players must be set up on all prongs prior to the start of play. If a player is not upright at the start of the play he is not eligible and therefore removed from the field of play.

11.2 On pass plays and after the pass is completed, defensive players may be placed upright to react to the ball carrier. Care should be taken and markers used so that the defender cannot be placed upright in a way to gain distance toward the ball carrier.

11.3 A fallen QB may still throw a forward pass as long as no contact has been made by a defender to the QB's base or body which would result in a sack.

11.4 On kick returns both offense and defensive players may be placed upright to block or react to the ball carrier.

12 Duplicate Numbers

12.0 Duplicate Numbers

Duplicate numbered players are allowed, but must never be on the field at the same time. This penalty only occurs after both coaches call set or after the play has started.

First Offense: 5 yard penalty from original line of scrimmage and loss of down.

Second Offense: Player Ejection: Opposing coach choice.

NOTE: It does not matter if the players were different from the first offense. The infraction is based upon player management.

13 Forfeits

13.0 Forfeits

13.1 All games are to be played! Forfeiting a game for any reason beyond health or personal tragedy is to be discouraged.

13.2 Coaches winning a forfeited game will receive a 7-0 final game score.